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1 Distributed shared memory in a loosely coupled distributed system   ■

B. D. Fleisch
August 1987 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology SIGCOMM '87**, Volume 17 Issue 5
Publisher: ACM Press

Full text available: 📄 pdf(1.32 MB)

Additional Information: full citation, abstract, references, citings, index terms

This work outlines the development and performance validation of an architecture for distributed shared memory in a loosely coupled distributed computing environment. This distributed shared memory may be used for communication and data exchange between communicants on different computing sites; the mechanism will operate transparently and in a distributed manner. This paper describes the architecture of this mechanism and metrics which will be used to measure its performan ...

2 A taxonomy-based comparison of several distributed shared memory systems   ■

Ming-Chit Tam, Jonathan M. Smith, David J. Farber
July 1990 **ACM SIGOPS Operating Systems Review**, Volume 24 Issue 3
Publisher: ACM Press
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3 Techniques for reducing consistency-related communication in distributed shared-memory systems   ■

John B. Carter, John K. Bennett, Willy Zwaenepoel
August 1995 **ACM Transactions on Computer Systems (TOCS)**, Volume 13 Issue 3
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Full text available: 📄 pdf(2.86 MB)

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Keywords: cache consistency protocols, distributed shared memory, memory models, release consistency, virtual shared memory

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Tzi-cker Chiueh, Manish Verma

July 1995 **Proceedings of the 9th international conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(1.22 MB)   Additional Information: full citation, references, citings, index terms

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R. Veldema, R. F. H. Hofman, R. A. F. Bhoedjang, C. J. H. Jacobs, H. E. Bal

June 2001 **ACM SIGPLAN Notices , Proceedings of the eighth ACM SIGPLAN symposium on Principles and practices of parallel programming PPoPP '01**, Volume 36 Issue 7

Publisher: ACM Press

Full text available: pdf(112.60 KB)   Additional Information: full citation, abstract, references, citings, index terms

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6 Preliminary thoughts on problem-oriented shared memory: a decentralized approach to distributed systems

David R. Cheriton

October 1985 **ACM SIGOPS Operating Systems Review**, Volume 19 Issue 4

Publisher: ACM Press

Full text available: pdf(1.05 MB)   Additional Information: full citation, abstract, references, citings

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Publisher: ACM Press

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Sandhya Dwarkadas, Alan L. Cox, Willy Zwaenepoel
September 1996 **ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , Proceedings of the seventh international conference on Architectural support for programming languages and operating systems ASPLOS-VII**, Volume 31 , 30 Issue 9 , 5
Publisher: ACM Press

Full text available: pdf(1.30 MB)   Additional Information: full citation, abstract, references, citings, index terms

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Qun Li, Jie Jing, Li Xie
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Nian-Feng Tzeng, Angkul Kongmunvattana
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Publisher: ACM Press
Full text available: pdf(1.50 MB)   Additional Information: full citation, references, citings, index terms

12 An asynchronous protocol for release consistent distributed shared memory systems

Jaeheung Yeo, Heon Y. Yeom, Taesoon Park
March 2000 **Proceedings of the 2000 ACM symposium on Applied computing - Volume 2**
Publisher: ACM Press
Full text available: pdf(889.41 KB)   Additional Information: full citation, references, index terms

Keywords: DSM, asynchronous, release consistency

13 PLUS: a distributed shared-memory system

Roberto Bisiani, Mosur Ravishankar
May 1990 **ACM SIGARCH Computer Architecture News , Proceedings of the 17th annual international symposium on Computer Architecture ISCA '90,** Volume 18 Issue 3a
Publisher: ACM Press
Full text available: pdf(1.33 MB)   Additional Information: full citation, abstract, references, citings, index terms

PLUS is a multiprocessor architecture tailored to the fast execution of a single multithreaded process; its goal is to accelerate the execution of CPU-bound applications. PLUS supports shared memory and efficient synchronization. Memory access latency is reduced by non-demand replication of pages with hardware-supported coherence between replicated pages. The architecture has been simulated in detail and the paper presents some of the key measurements that have been used to substantiate our ...

14 How to share memory in a distributed system

Eli Upfal, Avi Wigderson
January 1987 **Journal of the ACM (JACM),** Volume 34 Issue 1
Publisher: ACM Press
Full text available: pdf(960.43 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

The power of shared-memory in models of parallel computation is studied, and a novel distributed data structure that eliminates the need for shared memory without significantly increasing the run time of the parallel computation is described. More specifically, it is shown how a complete network of processors can deterministically simulate one PRAM step in O(log n/(log log n)2) time when both models use n

15 A comprehensive bibliography of distributed shared memory

M. Rasit Eskicioglu
January 1996 **ACM SIGOPS Operating Systems Review,** Volume 30 Issue 1
Publisher: ACM Press
Full text available: pdf(2.08 MB)   Additional Information: full citation, index terms

16 Munin: distributed shared memory based on type-specific memory coherence

J. K. Bennett, J. B. Carter, W. Zwaenepoel

February 1990 **ACM SIGPLAN Notices , Proceedings of the second ACM SIGPLAN symposium on Principles & practice of parallel programming PPOPP '90**, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(1.05 MB)   Additional Information: full citation, abstract, references, citings, index terms

We are developing Munin, a system that allows programs written for shared memory multiprocessors to be executed efficiently on distributed memory machines. Munin attempts to overcome the architectural limitations of shared memory machines, while maintaining their advantages in terms of ease of programming. Our system is unique in its use of loosely coherent memory, based on the partial order specified by a shared memory parallel program, and in its use of type-specific memory coherence. Ins ...

17 Mirage: a coherent distributed shared memory design

B. Fleisch, G. Popek

November 1989 **ACM SIGOPS Operating Systems Review , Proceedings of the twelfth ACM symposium on Operating systems principles SOSP '89**, Volume 23 Issue 5

Publisher: ACM Press

Full text available: pdf(1.63 MB)   Additional Information: full citation, abstract, references, citings, index terms

Shared memory is an effective and efficient paradigm for interprocess communication. We are concerned with software that makes use of shared memory in a single site system and its extension to a multimachine environment. Here we describe the design of a distributed shared memory (DSM) system called Mirage developed at UCLA. Mirage provides a form of network transparency to make network boundaries invisible for shared memory and is upward compatible with an existing interfac ...

18 CRL: high-performance all-software distributed shared memory

K. L. Johnson, M. F. Kaashoek, D. A. Wallach

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95**, Volume 29 Issue 5

Publisher: ACM Press

Full text available: pdf(2.02 MB)   Additional Information: full citation, references, citings, index terms

19 Scalable fault-tolerant distributed shared memory

Florin Sultan, Liviu Iftode, Thu Nguyen

November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: IEEE Computer Society

Full text available: pdf(247.40 KB)   Additional Information: full citation, abstract, references, citings, index terms
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This paper shows how a state-of-the-art software distributed shared-memory (DSM) protocol can be efficiently extended to tolerate single-node failures. In particular, we extend a home-based lazy release consistency (HLRC) DSM system with independent checkpointing and logging to volatile memory, targeting shared-memory computing on very large LAN-based clusters. In these environments, where global coordination may be expensive, independent checkpointing becomes critical to scalability. Howev ...

20 Experiences in integrating distributed shared memory with virtual memory management
R. Ananthanarayanan, Sathis Menon, Ajay Mohindra, Umakishore Ramachandran
July 1992 **ACM SIGOPS Operating Systems Review**, Volume 26 Issue 3
Publisher: ACM Press
Full text available: .pdf(1.56 MB)   Additional Information: full citation, abstract, citings, index terms

While the duality between message-passing and shared memory for interprocess communication is well-known, the shared memory paradigm has drawn considerable attention in recent times even in distributed systems. Distributed Shared Memory (DSM) is the abstraction for supporting the notion of shared memory in a physically non-shared (distributed) architecture. It gives a uniform set of mechanisms for accessing local and remote memories. Further, by combining shared memory style synchronization with ...

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1 Preliminary thoughts on problem-oriented shared memory: a decentralized approach ◼
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David R. Cheriton
October 1985 **ACM SIGOPS Operating Systems Review**, Volume 19 Issue 4
Publisher: ACM Press ·
Full text available: 📄 pdf(1.05 MB)   Additional Information: full citation, abstract, references, citings

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> on multiprocessor and uniprocessor systems. In the shared memo ...

2 Paradigms 2: An architecture for a wide area distributed system ◼
◈ Philip Homburg, Maarten van Steen, Andrew S. Tanenbaum
September 1996 **Proceedings of the 7th workshop on ACM SIGOPS European
workshop: Systems support for worldwide applications**
Publisher: ACM Press
Full text available: 📄 pdf(658.88 KB)   Additional Information: full citation, abstract, references, citings

> Distributed systems provide sharing of resources and information over a computer
> network. A key design issue that makes these systems attractive is that all aspects
> related to distribution are transparent to users. Unfortunately, general-purpose wide area
> distributed systems that allow users to share and manage arbitrary resources in a
> transparent way hardly exist. In particular, they generally do not take into account the
> most important properties that characterize wide area systems: 1) A very ...

3 "Topologies"—distributed objects on multicomputers ◼
◈ Karsten Schwan, Win Bo
May 1990 **ACM Transactions on Computer Systems (TOCS)**, Volume 8 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(3.83 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

> Application programs written for large-scale multicomputers with interconnection
> structures known to the programmer (e.g., hypercubes or meshes) use complex

communication structures for connecting the applications' parallel tasks. Such structures implement a wide variety of functions, including the exchange of data or control information relevant to the task computations and/or the communications required for task synchronization; message forwarding/filtering under program control, and so o ...

4 Extending the operating system to support an object-oriented environment

J. A. Marques, P. Guedes

September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '89,** Volume 24 Issue 10

Publisher: ACM Press

Full text available: pdf(1.21 MB)   Additional Information: full citation, abstract, references, citings, index terms

Comandos is a project within the European Strategic Programme for Research on Information Technology - ESPRIT and it stems from the identified need of providing simpler and more integrated environments for application development in large distributed systems. The fundamental goal of the project is the definition of an integrated platform providing support for distributed and concurrent processing in a LAN environment, extensible and distributed data management an ...

5 Implementation and performance of Munin

John B. Carter, John K. Bennett, Willy Zwaenepoel

September 1991 **ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles SOSP '91,** Volume 25 Issue 5

Publisher: ACM Press

Full text available: pdf(1.46 MB)   Additional Information: full citation, abstract, references, citings, index terms

Munin is a distributed shared memory (DSM) system that allows shared memory parallel programs to be executed efficiently on distributed memory multiprocessors. Munin is unique among existing DSM systems in its use of *multiple consistency protocols* and in its use of *release consistency*. In Munin, shared program variables are annotated with their expected access pattern, and these annotations are then used by the runtime system to choose a consistency protocol best suited to that acc ...

6 High-speed distributed data handling for on-line instrumentation systems

William E. Johnston, William Greiman, Gary Hoo, Jason Lee, Brian Tierney, Craig Tull, Douglas Olson

November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: ACM Press

Full text available: pdf(438.36 KB)   Additional Information: full citation, abstract, references

The advent (and promise) of shared, widely available, high-speed networks provides the potential for new approaches to the collection, organization, storage, and analysis of high-speed and high-volume data streams from high data-rate, on-line instruments. We have worked in this area for several years, have identified and addressed a variety of problems associated with this scenario, and have evolved an architecture, implementations, and a monitoring methodology that have been successful in addre ...

7 Design of the Mneme persistent object store

J. Eliot B. Moss

April 1990 **ACM Transactions on Information Systems (TOIS),** Volume 8 Issue 2

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index

Full text available: pdf(3.22 MB)   terms, review

The Mneme project is an investigation of techniques for integrating programming language and database features to provide better support for cooperative, information-intensive tasks such as computer-aided software engineering. The project strategy is to implement efficient, distributed, persistent programming languages. We report here on the Mneme persistent object store, a fundamental component of the project, discussing its design and initial prototype. Mneme stores objects

8 CLAM- an open system for graphical user interfaces

Lisa A. Call, David L. Cohrs, Barton P. Miller
December 1987 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '87**, Volume 22 Issue 12

Publisher: ACM Press

Full text available: pdf(1.02 MB)   Additional Information: full citation, abstract, references, citings, index terms

CLAM is an object-oriented system designed to support the building of extensible graphical user interfaces. CLAM provides a basic windowing environment with the ability to extend its functions using dynamically loaded C++ classes. The dynamically loaded classes allow for performance tuning (by transparently loading the class in either the client or the CLAM server) and for sharing of new functions. In addition to the traditionally layering of output abstractions, CLAM allows the ...

9 Office-by-example: an integrated office system and database manager

Kyu-Young Whang, Art Ammann, Anthony Bolmarcich, Maria Hanrahan, Guy Hochgesang, Kuan-Tsae Huang, Al Khorasani, Ravi Krishnamurthy, Gary Sockut, Paula Sweeney, Vance Waddle, Moshé Zloof
October 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 4

Publisher: ACM Press

Full text available: pdf(2.86 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Office-by-Example (OBE) is an integrated office information system that has been under development at IBM Research. OBE, an extension of Query-by-Example, supports various office features such as database tables, word processing, electronic mail, graphics, images, and so forth. These seemingly heterogeneous features are integrated through a language feature called example elements. Applications involving example elements are processed by the database manager, an integrated ...

10 Dynamic software testing of MPI applications with umpire

Jeffrey S. Vetter, Bronis R. de Supinski
November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**
Publisher: IEEE Computer Society
Full text available: pdf(83.83 KB)
Publisher Site   Additional Information: full citation, abstract, references, index terms

As evidenced by the popularity of MPI (Message Passing Interface), message passing is an effective programming technique for managing coarse-grained concurrency on distributed computers. Unfortunately, debugging message-passing applications can be difficult. Software complexity, data races, and scheduling dependencies can make programming errors challenging to locate with manual, interactive debugging techniques. This article describes Umpire, a new tool for detecting programming errors at ...

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B. D. Fleisch

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R. Veldema, R. F. H. Hofman, R. A. F. Bhoedjang, C. J. H. Jacobs, H. E. Bal

June 2001 **ACM SIGPLAN Notices , Proceedings of the eighth ACM SIGPLAN**

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Publisher: ACM Press

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